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Subject: Re: edit data in arrayctrl  
Posted by [fudadmin](#) on Fri, 24 Mar 2006 19:25:35 GMT  
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Yes, life is difficult here... You have to look at the sources. It took me 10 min this time... Not perfect, but maybe as a starting point for you.

```
#include <CtrlLib/CtrlLib.h>
```

```
class App : public TopWindow {
    ArrayCtrl array;
    EditField arr_edit;
public:
    typedef App CLASSNAME;
    void ArrayEdit();
    App();
};
```

```
void App::ArrayEdit() {
    array.ColumnAt(0).Edit(arr_edit);
}
```

```
App::App() {
    Add(array.SizePos());

    array.AddColumnAt(0,"Column0",50);
    array.AddColumnAt(1,"Column1",50);

    array.Add("1textfor0","1textfor1");
    array.Add("2textfor0","2textfor1");
```

```
array.WhenLeftDouble = THISBACK(ArrayEdit); //double click to edit
```

```
    Sizeable().Zoomable();
    Title("ArrayEdit");
}
```

```
GUI_APP_MAIN
{
    App().Run();
}
```